
Subject: Re: Why the font is smaller in the IDLgrBuffer ?
Posted by [Rick Towler](#) on Fri, 27 Feb 2009 19:53:46 GMT
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I'm pretty sure you need to change the resolution of the IDLgrBuffer so it matches your screen resolution. The default DPI is 72 which is usually not your window manager's DPI. I think MS Windows is 96 by default but I don't know. You can run 'xdpiinfo' (?) on x-windows based machines to see what your DPI is (or something like that, I'm on a windows box now so I can't check).

-Rick

David Fanning wrote:

> bernat writes:

>

>> I've an IDLgrView with some IDLgrTexts using a certain IDLgrFont and I
>> convert all of that to an IDLgrImage using an IDLgrBuffer.

>> The Buffer has the same dimensions of the View and I use the Draw and
>> Read methods.

>>

>> On the result, the font of all texts is modified and smaller than the
>> original.

>> Why ?

>

> This is a fairness issue. Direct graphics programmers have
> had to deal with this since, well, forever with the Z-graphics
> buffer. So the good folks at ITTVIS couldn't let the object
> graphics programmers get off scott free. They figured
> mental anguish should be the right of *all* IDL programmers.

>

> Cheers,

>

> David

>

> P.S. I don't know this for a fact. It's just my theory. :-)

>
